

Wonga Mania™

AGES:

8+

2 - 6
players

13 Professional Cards ● 27 Incident Cards
26 Global Cards ● 54 Asset Cards
13 Trust Fund Cards ● 4 Market Cycle Cards
6 Bank Instruction Cards ● 1 Economic Token

WHAT'S THE GAME ABOUT

WONGAMANIA is a fast paced card game that captures the exhilarating experience of the financial markets... with no time wasted on boring numbers! Learn about multiple economic scenarios in the shortest time possible, and be prepared to experience anxiety of being betrayed by financial uncertainties! Challenge your friends, and discover your financial potential!

HOW TO WIN

A Trust Fund can be bought using 8 Wongas.

First player to obtain 3 Trust Funds wins the game.

GAME SET UP



Central Bank: Draw your new cards here

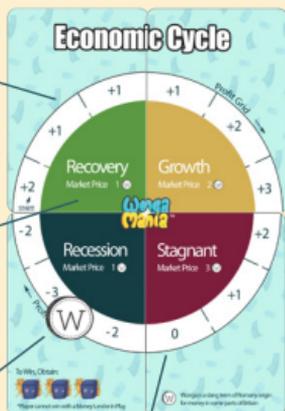


Spent Capital: Used Cards. To be shuffled back into the Central Bank once the Central Bank is low on cards.

***Economic Turn:** Each Economic Turn ends when the last player has ended his/her turn. Move the Economic Token clockwise by 1 grid.

Economic Cycle:

Consists of 4 Economic Quadrants - Recovery, Growth, Stagnant and Recession.



Market Price:

Shows the amount of Wongas required to buy the Stock and Property Cards.

Economic Token:

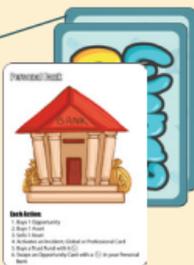
Shows the current position at the economic cycle. This will determine the price to buy/sell stock and property and the investment income.

Profit Grid:

These are the number of Wongas to be collected or discarded for each Asset Card in play.

Wonga:

Cash beneath Personal Bank card face-down. No looking at the cards!



Assets Ownership:

Place the assets that you have purchased facing up in front of you. This includes other permanent cards such as Baby, Money Lender & Trust Fund

Opportunity Cards:

Cards on-hand that you can activate to affect the game play during your turn. Consist of Asset, Incident and Global cards (Note: You are not supposed to show other players your Opportunity cards.)



TO BEGIN

Decide on a player that will start first. By default, place the Economic Token on the first grid of the Recovery Quadrant. However, the player that is starting first will have the authority to decide on the quadrant and grid at which the game will start at.

Each player will draw 3 Wongas and 3 Opportunity Cards at the start of the game as the starting capital.

TYPES OF CARDS



Asset

Consist of Stock, Property and Bond. Learn to buy and sell them to make more Wongas.



Global

Events that can move the Economic Token and affect everybody in the game.



Incident

Personal events that help/victimize one player, including yourself or your enemies.



Professional

Rare powerful individuals that have very special powers to disrupt a player or the economy.

PLAYER'S TURN PROCEDURE

1. COLLECT YOUR SALARY

TAKE 2 WONGAS as monthly salary from the Central Bank and place them face down under your Personal Bank card. These are the money that you can use to convert into Opportunity cards, buy Asset cards and activate Incident and Global cards. DO NOT look at the contents of the cards.

2. COLLECT YOUR PROFITS, PAY YOUR MONEY LENDER, FEED YOUR BABY

Step 1: COLLECT or DISCARD Wongas depending on the number of Asset cards (Stock and Property) owned and the payout rate on the Profit Grid. The number of Wongas to be collected/ discarded for each Asset card is indicated on the outer circle (Profit Grid) of the Economic Cycle. This will represent the investment income arising from your Asset cards that you own.

Step 2: FEED your baby or PAY back the Money Lender if you have any of the cards in play. This is not considered as an action.

3. PLAY UP TO 3 ACTIONS (You don't have to play any if you don't want to.)

The 3 actions can consist of either of the following:

- Buying an Opportunity card. Remove a Wonga from your Personal Bank and place it in your hand.
- Buying an Asset card and placing it face-up in front of you.
- Selling an Asset card that is in play. Collect Wonga from Central Bank. Discard sold card.
- Activating a Global, Incident or Professional card. You need to pay Wonga before activating them.
- Buying a Trust Fund with 8 Wongas and placing it face-up in front of you.
- Exchanging one Opportunity card with a random Wonga card in your Personal Bank.

MOVING THE ECONOMIC TOKEN

After the last player finishes his turn, the first player will move the Economic Token by a grid, in a clockwise motion. Consequently, the new corresponding Market Price and payout on the Profit Grid will take effect on this turn. There are certain Global cards that can affect the position of the Economic Token. For example, if the next player, Candice, owns 3 Stocks and Properties, is on her way to winning the game, you may activate a Global card and move the Economic Token to the Recession Quadrant. This will in turn cost her the respective payout based on the Profit Grid, for each Stock or Property card owned by her. In this case, Candice will have to pay 9 Wongas to the bank for owning 3 Stock and Property Cards.

BUYING AND SELLING OF ASSETS

Buying - You may only buy an Asset when it is available in your Opportunity hand. Check where the Economic Token is and refer to the Market Price in the inner circle of the Economic Cycle when deciding how much you need to pay for Stock and Property. Bond can be bought for 3 Wonga and is not affected by the Market Price. Place the Asset card face-up (in play) in front of you once payment is done.

Selling - You may only sell your Assets when you have in play. The selling price is indicated on the Market Price where the Economic Token is. The Market Price is the same for both buying and selling of Stock and Property. Bond can be sold for 3 Wonga and is not affected by the Market Price. Place the sold cards in the Discard Pile and collect your proceeds from the Central Bank.

TRUST FUND

Trust Fund cannot be converted back to Wonga after it has been purchased. In an event of bankruptcy, Trust Fund will NOT be seized. The first player that obtains 3 Trust Fund cards wins the game. However, you **cannot win the game if you have any Money Lender in play**. You must pay back all your loans during your turn with the Money Lenders before you are declared as the winner. There can be more than 1 winner if more than 1 player is able to obtain 3 Trust Fund cards in the same round. In the real world of finance, team work is important. Hence, forming alliances is paramount for future success and for profit making.

BANKRUPTCY

If you **do not have any Wongas to pay for any expenses**, you may auction off your Asset cards to other players or will be forced to sell the Asset cards back to the Central Bank based on the Market Price where the Economic Token is at. Force selling of assets does not count as an action.

If you still **do not have enough Wongas to pay back the outstanding debt after selling all your assets**, you are declared bankrupt! Discard all your Opportunity cards and any cards (including Money Lender) in play except for **Trust Fund cards**. You may choose to keep or give up your Baby card. Continue the next turn as per normal and draw 2 Wongas. Don't worry, you get to keep your job!

TRADING

You may trade your Assets and Opportunity cards with other players, preferably not during your turn. The trade between 2 players must involve a card and a Wonga transaction. The card can be an Opportunity card, an Asset card in play, a Trust fund or even Money Lender or Baby (Putting up Babies for adoption is highly discouraged!). For example, you can pay 3 Wonga to another player in exchange for 1 Opportunity and 1 in-play Stock card. However, you cannot trade 1 opportunity card with another opportunity card.

ADDITIONAL INFORMATION

When you see Target Player...

Target player can mean yourself or other players. Hence, you can use these cards to benefit yourself, help your friends, or sabotage your enemies.

Card Combos

When played alone, the effects of the cards are usually very weak. However, when played together, these cards combos can form very powerful effect. For example, you can buy 2 stock during a Recovery phrase for 1 Wonga each and play a **Stock Bubble Card** which allows you to sell any number of stocks for 4 Wongas without needing to use any action. You will discover more of these powerful combos as you explore the game further.

FINANCIAL EDUCATION

The main purpose of Wongamania, is to provide hours and hours of group interactive fun! Another objective would be to encourage players to learn more about the world of finance. To learn more about the economics and investment lessons behind Wongamania, visit the Wongamania website at www.wongamania.com for more information.

CREDITS

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